

**AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions and listings of claims in the application.

**Listing of Claims:**

Claim 1 (Currently Amended):        A gesture-based input device for a user interface of a computer comprising:

two pairs of electrodes scalable for any screen size, wherein the electrodes are arranged to capture a quasi-electrostatic field surrounding a user in order for the user interface to provide different options or tasks to be selected by the user,  
a platform for supporting the user,  
a quasi-electrostatic field generator source connected to the platform; and  
a circuitry connected to the electrodes for determining, relative to each of the electrodes, a position of a part of the user being closest to electrodes,  
wherein the position of the part of the user in each dimension of the electrodes is determined based on a relation of four voltage signals of the circuitry, respectively, each voltage signal indicating a distance between the part of the user and the respective electrode,  
whereby the position within the electrode closest to the part of the user is determined without any calibration of ~~the~~ a sensor system.

Claim 2 (Previously Presented): The gesture-based input device according to claim 1, wherein

$$V_H = \frac{|U_O|_L}{|U_O|_R}$$
$$V_V = \frac{|U_O|_B}{|U_O|_T}$$

is utilized to cancel an environment effect and remove a calibration process before use of the input device by the user, and  $U_O$  is the output signal from the correspondent electrode.

Claim 3 (Currently Amended): The gesture-based input device according to claim 1 or 2, usable to provide flexibility for the user to define a hand movement range, wherein

$$X = \frac{V_H}{V_{H \max} - V_{H \min}} \cdot L_x$$
$$Y = \frac{V_V}{V_{V \max} - V_{V \min}} \cdot L_y$$

also allow the user to move forward and backward freely before ~~the~~ a screen in a range of around 1 ~~meters~~ meter.

Claim 4 (Previously Presented): The gesture-based input device according to claim 2, wherein, when the determined position of the part of the user is left substantially unchanged for a predetermined period of time, this is interpreted as selecting an option or task offered to the user through the user interface represented by the quasi-electrostatic field.

Claim 5 (Currently Amended): The gesture-based input device according to ~~any one of claims 1 to 3~~ claim 1 or 2, wherein ~~the~~ a sensor field comprises a screen and a cursor moved and positioned according to the movement and position of the part of the user.